

ABSTRACT OF THE DISCLOSURE

A method for generating well-posed meshes with high speed and accuracy is provided. An initial value of a judgement condition value and number of times of designated trials are set. Mesh points to be moved are selected by random numbers and the selected mesh points are placed in a manner that its destination place is determined by random numbers or mesh points are moved in a direction in which an evaluation function calculated in a region near each mesh point is locally minimized. An amount of change in evaluation functions is calculated. If the amount of change is negative, the movement is permitted and, if not negative, is permitted in a permission probability. Judgement condition values and random number mesh selecting probability are decreased and re-placement is repeated when the rate of decrease of the evaluation function becomes not more than a specified value.